Subject: I need some help
Posted by LucefieD on Sun, 21 Sep 2003 01:31:54 GMT
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Ok heres my problem i made a weapon for renegade its like a ww2 sniper rifle   but it looks like a gun cut out of a piece of plywood   how do i make it look more rounded off and more realistic?

Subject: I need some help
Posted by Ferhago on Sun, 21 Sep 2003 02:11:55 GMT
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Learn how to model better.

http://www.n00bstories.com/renforums/viewtopic.php?t=4059

If it doesnt actually look like that in gmax and becomes the piece of plywood In game I dunno

Subject: I need some help
Posted by boma57 on Sun, 21 Sep 2003 02:23:37 GMT
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It's pretty hard to pick up unless you just have a natural knack for modelling or have watched someone else's techniques, but here's a few tips:

1. The Extrude tool. Even if your model does end up looking flat, you can extrude and reshape different polygons to round it off or detail it better.

2. Viewing a model only in the Top, Front, Left, Right, Etc views can give you a "flat" result. Make sure to change your views (or just use Perspective mode and rotate occasionally) to make sure that everything is proportionate and shaped the way you wish.

3. Looking at a picture of what you're modelling can be great, but remember that pictures are 2-Dimensional. If you copy a picture exactly, you'll get a 2-Dimensional result, so look at several pictures to get a general idea of how far things are extruded, etc.

Subject: I need some help
Posted by Sir Phoenixx on Sun, 21 Sep 2003 03:05:00 GMT
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Use an image of the right or left side of the gun, and place that in the left or right view port (alt+b, and choose your image), and model off of this, making sure your model matches it. Use as many images of the same gun from as many angles as you can in a image editor in another window so that you can alt+tab back and forth to make sure your model matches the gun in the other window.

For barrels, scopes, and other cylindrical objects, use 8-10 sided cylinders with the right number of segments to form them. For grips, most gun bodies, stocks, etc. use either a cylinder (8 sided is enough to get a rounded grip (2 sides making the left and right side of the grip, 2 sides making the front and back, and the last four making the rounded corners)), or a box with enough segments (using a box with 3 segments is the as using a cylinder with 8 sides). Look at the various pictures to determine how many sides and or segments it will take to create the illusion that the parts are rounded.

If certain details on a gun are small enough that they can be created with a skin without being able to tell it's just the skin that much, or are not seen at all or not that much, than leave it for the skin, otherwise, model it. (As in, don't model the textured grip, the 'ergonomic' part of the grip that your fingers are supposed to fit in (see mp5), or the ridges on the sides of a handgun's slide, or the threads on a threaded barrel, or the inside of a barrel, or other minor details.)

And, extrude is your friend.

Etc...

(Btw, No skin in the world will save a detailess four sided boxy gun.)

Subject: I need some help
Posted by MonkeyPhonic on Sun, 21 Sep 2003 11:07:50 GMT
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Sir Phoenixx

And, extrude is your friend.

God bless extrude and bevel. Have you taken the time to go through some of the MAX or GMAX modeling tutorials? A lot of the basic skills that are needed you will learn there. There are no short cuts, it takes time and practice to make good models.

Subject: I need some help
Posted by LucefieD on Sun, 21 Sep 2003 18:04:19 GMT
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Thanks that helped